GORGON

By Nasir   A product of Sirius Software, Inc.

GORGON

THE EARTH HAS ENTERED A TIME WARP . . .

The Game:

The Earth has entered a warp in time...strange creatures are appearing and same have been reported stealing people from the surface. As a fighter pilot you must defend the planet by destroying these creatures and saving the people being carried away.

To Start:

Place the **GORGON** diskette in the disk drive and boot in the usual manner (no need for a 'BASICS' disk). The commands for 'LOAD', 'RUN', and 'CATALOG' are not available. Once booted, the **LOGO/DEMO** will show the paint schedule. Press the **(SPACE)** bar to begin.

To Play:

You control your ship by using the keyboard. The 'A' key moves the ship up. The 'Z' key moves the ship down. The left and right arrow keys move the ship accordingly. Pressing the keys in rapid succession results in continued motion, whereas individual keypresses spaced a moment apart result in a stop and go motion. Practice of these controls and the rate of keypress is necessary for successful play. Press the **(SPACE)** bar to fire. Aim carefully or you might hit your own people!

Saving People:

People can still be saved while being carried away. You must shoot the creatures carrying them, catch the people as they fall, and set them down on the surface. To catch a person just bring the bottom of your ship into contact with them, then return them to the surface of the planet. They will release automatically. Besides the paint schedule given at the beginning of the game, 50 paints are subtracted for each person you fail to save and 100 points added for each person saved.

. AND THE BATTLE HAS JUST BEGUN

To Refuel:

Press the "B" key for "Bose Approach" and carefully maneuver your ship through your sensor satellites to the base. Refueling is automatically controlled by the base. Since the satellites provide you with your sensor display, you cannot fire your laser at them.

The Display:

Your position in battle is indicated by the small + in the sensor display at the top of the screen. The creatures are indicated by small squares. The number of ships remaining to you is shown in the upper right hand corner. The score, high score, and remaining fuel are shown at the bottom of the screen.

Other Options:

The 'ESC' key allows you to pause in the middle of play. A 'CTRL R' will restart the game. A 'CTRL S' toggles the sound effects off and on.

Important:

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all our products prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

D2D0047 QTY 1

Programmed by Nasir Gebelli
Game art drawn with E-Z Draw
Assembly language (48K)

Requires an Apple II or Apple II+ computer
Boots directly with either 13 or 16 sector controller

Gorgon, copyright © 1981 by Sirius Software, Inc.
E-Z Draw, copyright © 1980 by Sirius Software, Inc.
All rights reserved

Apple II and Apple II+ are trademarks
of Apple Computer, Inc.

Sirius Software, Inc. Sacramento, California